Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	0	"345"/$.ccls. and register adj save adj value	US-PGPUB; USPAT	OR	OFF	2005/03/10 14:05
S2	5267	register same value same sav$4	US-PGPUB; USPAT	OR	OFF	2005/03/11 08:52
S3	241	"345"/$.ccls. and register same value same sav$4	US-PGPUB; USPAT	OR	OFF	2005/03/11 08:52
S4	1	"345"/$.ccls. and register adj value same sav$4	US-PGPUB; USPAT	OR	OFF	2005/03/11 08:52
S5	120	"345"/$.ccls. and register adj value same stor$4	US-PGPUB; USPAT	OR	OFF	2004/09/30 14:00
S6	14	"345"/$.ccls. and register adj value adj stor$4	US-PGPUB; USPAT	OR	OFF	2005/03/11 08:45
S7	1	"6677945".pn.	US-PGPUB; USPAT	OR	OFF	2005/03/10 14:12
S8	1	"6300935".pn. and register and value and stor$4	US-PGPUB; USPAT	OR	OFF	2005/03/10 14:11
S9	1	"6046746".pn.	US-PGPUB; USPAT	OR	OFF	2004/10/01 08:44
S10	2347	345/419,422,546,559.ccls.	US-PGPUB; USPAT	OR	OFF	2004/10/01 08:44
S11	615	345/419,422,546,559.ccls. and register	US-PGPUB; USPAT	OR	OFF	2004/10/01 08:44
S12	343	345/419,422,546,559.ccls. and register same value	US-PGPUB; USPAT	OR	OFF	2004/10/01 08:45
S13	30	345/419,422,546,559.ccls. and register same value same sav$4	US-PGPUB; USPAT	OR	OFF	2004/10/01 08:45
S14	1	"20030063087"	US-PGPUB; USPAT	OR	OFF	2005/03/10 11:12
S15	1	"20030063087" and wfar same normal$4	US-PGPUB; USPAT	OR	OFF	2005/03/10 12:53
S16	11	("4961153" | "5301263" | "5579455" | "5771046" | "5808618" | "5844571" | "5856829" | "5977980" | "5982373" | "6046746" | "6354838").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2005/03/10 11:17

S17	1	"20030063087" and wfar same normal$4 and register same stor$4	US-PGPU B; USPAT	OR	OFF	2005/03/11 09:38
S18	2	register adj save adj value	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:05
S19	1	"6300935".pn. and register adj value adj stor$4	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:11
S20	1	"6677945".pn. and float$4 same point same stor$4	US-PGPU B; USPAT	OR	OFF	2005/03/10 15:03
S21	1	"6677945".pn. and float$4 same point same stor$4 same value	US-PGPU B; USPAT	OR	OFF	2005/03/11 07:36
S22	1	"6677945".pn. and (float$4 same point same stor$4 same value) same (w adj buffer)	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:07
S23	1	"6677945".pn. and ((float$4 same point same stor$4 same value) same (w adj buffer) and (depth adj buffer))	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:08
S24	1	"345"/$.ccls. and ((register adj value adj stor$4) and (float$4 adj point))	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:47
S25	47	((register adj value adj stor$4) and (float$4 adj point))	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:51
S26	90	((register adj value adj stor$4) and (float$4 adj point)) and value	US-PGPU B; USPAT	OR	ON	2005/03/11 08:51
S27	90	((register adj value adj stor$4) and (float$4 adj point))	US-PGPU B; USPAT	OR	ON	2005/03/11 08:51
S28	7353	register same value same sav$4	US-PGPU B; USPAT	OR	ON	2005/03/11 08:52
S29	335	"345"/$.ccls. and register same value same sav$4	US-PGPU B; USPAT	OR	ON	2005/03/11 08:52
S30	28	"345"/$.ccls. and register adj value same sav$4	US-PGPU B; USPAT	OR	ON	2005/03/11 08:52
S31	1	"20030063087" and wfar same normal$4 and register same stor$4	US-PGPU B; USPAT	OR	ON	2005/03/11 09:38

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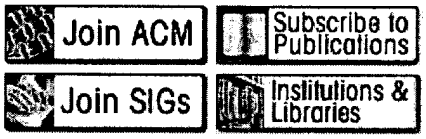

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1 Quasi-linear depth buffers with variable resolution
Eugene Lapidous, Guofang Jiao, Jianbo Zhang, Timothy Wilson
August 2001 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Full text available: pdf(98.14 KB) Additional Information: full citation, abstract, references, index terms

In this paper we present new class of variable-resolution depth buffers, providing a flexible trade-off between depth precision in the distant areas of the view volume and performance. These depth buffers can be implemented using linear or quasi-linear mapping function of the distance to the camera to the depth in the screen space. In particular, the complementary Z buffer algorithm combines simplicity of implementation with significant bandwidth savings.

A variable-resolution depth b ...

Keywords: W buffer, Z buffer, complementary Z, depth precision, screen Z

2 Optimal depth buffer for low-cost graphics hardware
Eugene Lapidous, Guofang Jiao
July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**
Full text available: pdf(727.59 KB) Additional Information: full citation, references, citings, index terms

Keywords: W buffer, Z buffer, depth buffer, depth precision, screen Z, visibility error

3 A method of interactive visualization of CAD surface models on a color video display
Peter R. Atherton
August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques**, Volume 15 Issue 3
Full text available: pdf(987.48 KB) Additional Information: full citation, abstract, references, citings, index terms

To introduce rendered surface display technology into the production design environment, many CAD operations envision a single color video display device for download processing of selected model pictures. Creation of a single image from a typical industrial CAD model